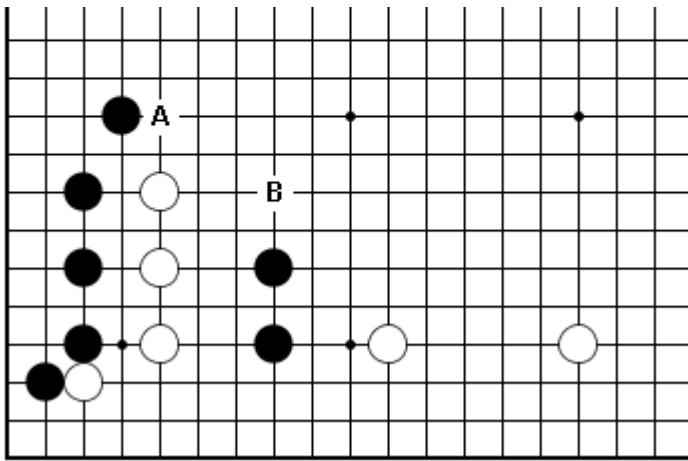


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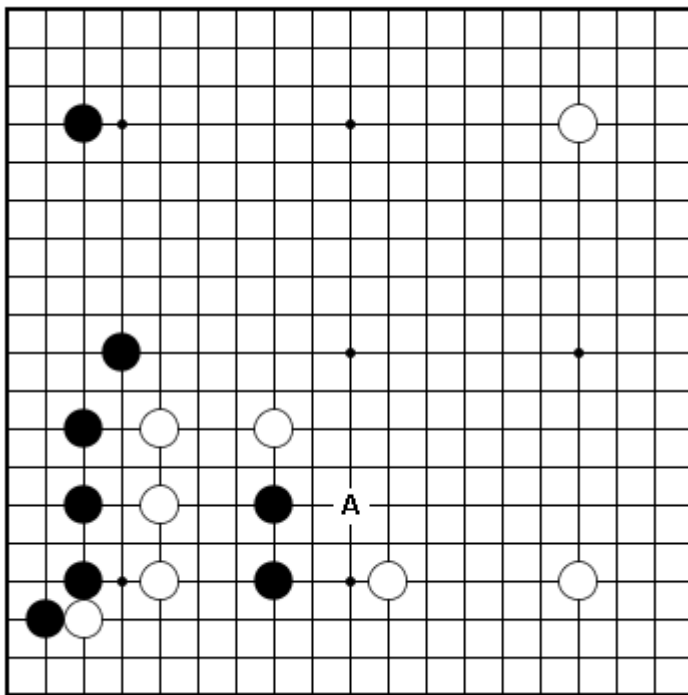


## Dia 2

Let's start with the capping move. This is what I played in the game, by the way - it is my "reflex move" in this type of running race

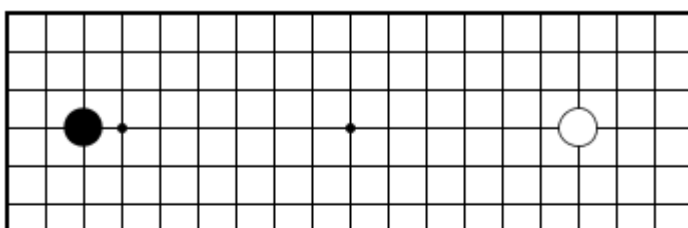
Locally this is not a bad choice - after all, White gets the initiative, and gets into the center first while attacking Black.

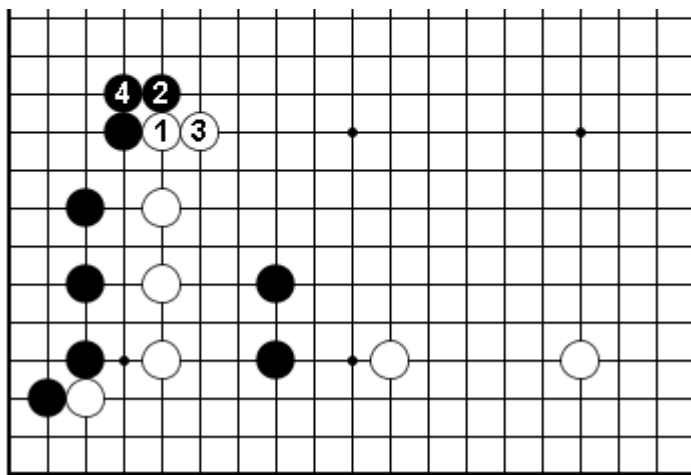
The bad news is that White is chasing Black towards the right hand side (Black will answer around A), which is all White's potential area. It's not a good idea to chase your opponent towards your own potential area - because you are ruining your potential.



Dia 3

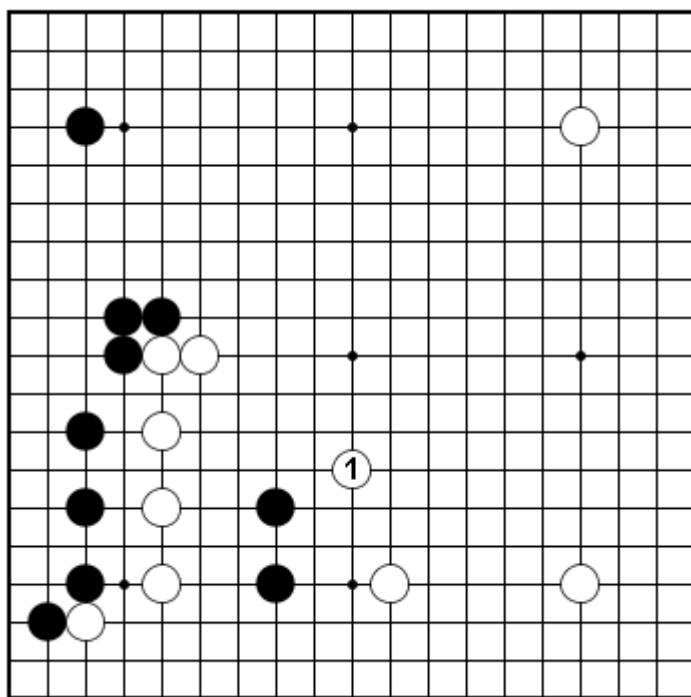
Let's look next at the contact move. It is natural for Black to play hane with 2, White extends with 3 and Black connects at 4. Where does White play next? Keep in mind our conclusion from the previous diagram: White's potential is on the right hand side.





Dia 4

White 1 in Dia 5 is [the right direction of play](#). White has just built thickness on the left with his contact move (at the expense of making Black thicker on the left hand side, too) - it is time to put it to good use and attack the weak Black group by driving it towards the White thickness, and expanding the White potential area on the right at the same time.



Dia 5

## Conclusion

- Judge globally first, start thinking from the big picture.
- Don't fall prey to your own bad habits: "reflex moves" have to pass the thinking test before actually being played.

## Further study

- [The Direction of Play](#) by Kajiwar Takeo